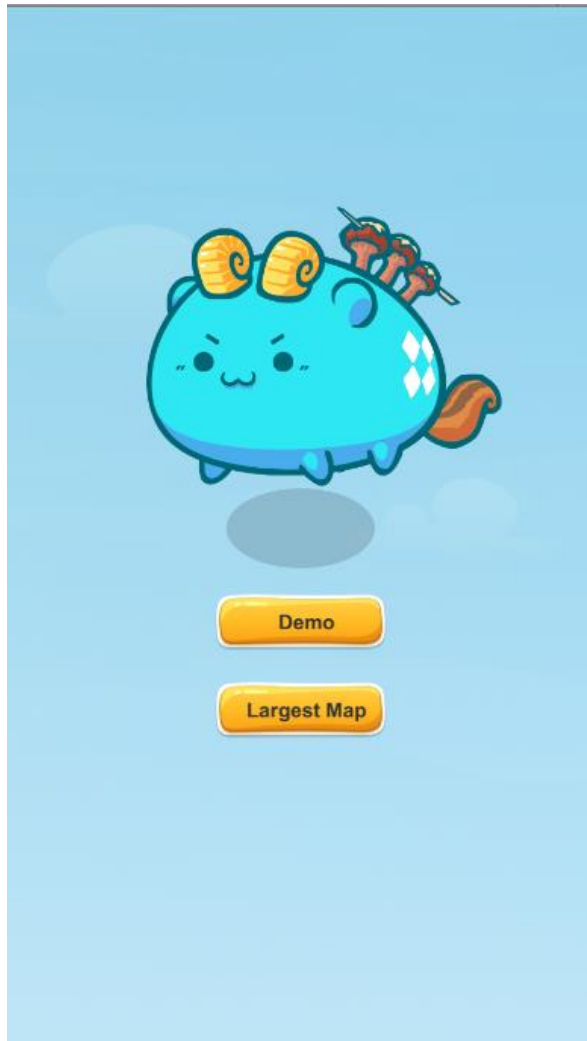# 1. UI Instruction

a. Menu

- **Demo**: Go to default battle:
  - \+ 6 rings (circles) of hexagon.
  - \+ 19 defensors (green ones).
  - \+ 54 attackers (blue ones).
- **Largest Map**: show largest map the app can generate.
  - *(The result on PC version is 30 rings)*

b. Battle

- Explain the stats in bottom-left corner:
  + FPS: current FPS.
  + Ring quantity: show how many rings(circles) are created in game.
  + Character quantity: summary of current characters.
- Beside using buttons, we can use mouse/touch to change speed/zoom
  + Windows PC version: use left mouse to drag and use mouse wheel to zoom.
  + Mobile: use finger touch to drag and zoom.

2. Source Code

- Here and some main classes:
  ➢ BattleController: manage all characters and game actions.
  ➢ Character, Attacker, Defensor: handle the character's behavior like Attack, Move…
  ➢ GameConstants.cs: store all constant values of the game.
  ➢ GameConfig: store some default initial values of the game.
  ➢ MiniMap: handle minimap logic
  ➢ BattleViewManager: handle drag&zoom

3. Resources

- The demo use some third-party resources from:
  ➢ https://assetstore.unity.com/packages/audio/music/orchestral/ultimate-game-music-collection-37351
  ➢ https://assetstore.unity.com/packages/audio/sound-fx/cartoon-game-sound-5438
  ➢ https://free-game-assets.itch.io/free-jungle-cartoon-gui
  ➢ https://graphicburger.com/mobile-game-gui/

- https://assetstore.unity.com/packages/vfx/particles/cartoon-fx-free-109565